TALES OF SYMPHONIA™

namco®

INSTRUCTION BOOKLET

NINTENDO GAMECUBE™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

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THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

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Setting Up

Set up your Nintendo GameCube™ system according to the instructions in the instruction manual. Make sure the POWER Button is turned on. When the power indicator lights up, press the OPEN Button and the Disc Cover will open. Place the Tales of Symphonia™ Game Disc on the disc tray with the label facing up. Manually close the disc cover and the game will begin to load.

Game Controls

Nintendo GameCube™ Controller

The following is the default Controller setup. Game controls for the Field Map, Town/Dungeon Map, Menu Screen, and Battle Screen are described in this section.

The default setting for the Rumble Feature is ON. The Rumble Feature can be turned ON/OFF in the Customize Menu.

Menu

Control Stick/+Control Pad	Move cursor
A Button	Confirm
B Button	Cancel
C Stick	Scroll page
L Button/R Button	Change character (Tech, Status, EX Skill, Equip)/Change item type (Items)
START/PAUSE	Toggle item stats (Items, Equip)/Toggle character stats (Main Menu)

Game Controls

Field Map

Control Stick	Move player-controlled character
+Control Pad	Open map
A Button	Enter towns and dungeons
B Button	Cancel/Board Rheaird, Embark/Disembark EC
X Button	Mount/Dismount Noishe (activates Long-range Mode)
Y Button	Open Main Menu
Z Button	Start skit
L Button/R Button	Rotate the camera left/right
START/PAUSE	Toggle world map

Town/Dungeon Map

Control Stick	Move player-controlled character
+Control Pad	Rotate player-controlled character 45 degrees (only while standing still)
A Button	Action (Speak, Examine, etc.)
X Button	Use Sorcerer's Ring
Y Button	Open Main Menu
Z Button	Start skit

Battle

Control Stick	Move player-controlled character/Item selection
+Control Pad	Select strategic Orders
A Button	Attack
B Button	Perform magic or technique
C Stick	Magic and technique shortcut
X Button	Guard/Cancel magic and technique
Y Button	Open Battle Menu
Z Button	Initiate Unison Attack
L Button	Delay magic or technique
R Button	Change target (hold to select a target)
START/PAUSE	Pause

Story

Once upon a time,

there existed a giant tree that was the source of all mana. A war, however, caused this tree to wither away, and a hero's life was sacrificed in order to take its place. Grieving over the loss, the goddess disappeared unto the heavens. The goddess left the angels with the edict: "You must wake me, for if I should sleep, the world shall be destroyed." The angels bore the Chosen One, who headed towards the tower that reached up unto the heavens. And that marked the beginning of the regeneration of the world.

Getting Started

Title Screen

NEW GAME

This option allows you to start the game from the beginning. From the title screen use the Control Stick or +Control Pad to select NEW GAME, and press the A Button or START to confirm the selection. At the following screen you will be able to change game settings such as Skit Title Display, Battle Control Type (see page 13 for more information on Battle Control Type), etc.

CONTINUE

If there is saved game data for Tales of Symphonia on a Nintendo GameCube™ Memory Card, you can continue a previously saved game. From the Title Screen select CONTINUE, select the location containing the Memory Card which the game data is saved to, and select the game data you wish to load.

CUSTOMIZE

You can customize various game settings, such as: Message Speed, Window Type, Window Color, etc. See pages 25-26 for an explanation of each item.

Saving

A game can only be saved at Memory Circles in towns and dungeons or on the Field Map. While in the Save Menu, insert a Nintendo GameCube™ Memory Card into Memory

Card Slot A or Memory Card Slot B and select the appropriate location and press the A Button to confirm the selection. Next, select a location to save your game data and press the A Button to confirm the selection.

Note: Tales of Symphonia requires 1 file and 3 blocks to save.

MEMORY CIRCLE

To save while on a Memory Circle, press the A Button to open the Save Menu.

SAVING ON THE WORLD MAP

While on the World Map you can save at any time. Press the Y Button to open the Main Menu (see page 12 for more information on the Main Menu), select System and press the A Button to confirm the selection. Next, select Save and press the A Button to open the Save Menu.

Changing Discs

Tales of Symphonia is composed of two Nintendo GameCube™ Game Discs. When playing the game for the first time, always start by inserting Tales of Symphonia Game Disc 1.

When a disc change is required, follow the on-screen instructions to exchange the discs properly and continue with the game.

Four Player Mode

This game can be played with up to four players simultaneously. When playing with four players, make sure that each Controller is properly inserted into the appropriate Controller Socket. Please note that this manual is generally written under the assumption that a single player is playing the game.

Town/Dungeon Map

One of your many goals is to gather information in towns, and explore dungeons.

Town/Dungeon Map Screen

The town/dungeon map screen is displayed when you enter towns and dungeons. This section will mainly explain its use in towns.

NPC (Non-player Character)

Press the A Button near an NPC to talk to them.

Player Character

Move the character using the Control Stick.

Skit Title

Press the Z Button when a skit title is displayed to start a skit.

Enemy

Touch an enemy to start a battle.

Treasure Chest

Press the A Button near a treasure chest to open it and collect the item inside.

Movable Block

Press and hold the A Button near a movable block to grab it. Use the Control Stick to push or pull the movable block.

Field Map

This screen allows you to move from town to town and search for other destinations.

Field Map Screen

This shows the current location and the direction the camera is facing. Press START/PAUSE to toggle the display of the world map.

Long-range Mode

Press the X Button after examining one of the Guide Post Monuments found throughout the world to activate Long-range Mode. Long-range Mode zooms the camera farther out than normal, allowing you to see a wider field of view.

Special Vehicles

As the game progresses, you will be able to ride vehicles such as boats and Rheairds. These special vehicles can only be used on the field map.

Using The Main Menu

Main Menu

The Menu Menu allows you to set Techs, use Items, and determine various game settings.

ON-SCREEN INDICATOR

This shows the character that will be on-screen in the Field Map and the Town/Dungeon Map.

MENU ITEMS

A list of items that can be accessed from the Main Menu.

GALD

Shows the amount of money you currently possess.

TIME

Shows the total play time (white) and the amount of time since the last game load (yellow).

ENCOUNTER

Shows the number of battles that you have encountered.

COMBO

Shows your highest number of successful combo hits in battle.

CHARACTER WINDOW

This window displays a character's current level, the amount of Experience required to reach the next level, current and max. HP, current and max. TP, and Type Gauge (see page 15 for more information on the Technique Type Gauge).

Using The Main Menu

Tech

How you set magic and techniques will greatly influence the course of battle. Be sure that you understand how to set magic and techniques!

Battle Control Type

You can choose Auto, Semi-auto, or Manual for each character's Battle Control Type. Use the Control Stick or the +Control Pad to move the cursor up to the Battle Control Type options, select a type, and press the A Button to confirm your selection.

Auto

Battle is performed automatically, according to the set strategy. Magic and techniques used automatically during battle are displayed in white. To turn off magic or techniques, select the magic or technique you want to turn off and press the Y Button. Turning off magic or techniques will prevent them from being used during battle.

Semi-auto

The character is controlled by the player, but support features such as automatic guard are enabled. Also, the magic and techniques listed in the Tech Menu can be mapped to different combinations of the B Button and the Control Stick for use during battle.

Manual

The character is controlled by the player with no support features enabled. Magic and techniques listed in the Tech Menu can be mapped, similar to Semi-auto, to different combinations of the B Button and the Control Stick, for use during battle.

Using The Main Menu

USING MAGIC IN THE MAIN MENU

When you want to use magic and you're not in a battle, move the cursor to the magic or technique you want to use, and press the A Button to confirm the selection. Please note that magic and techniques labeled with a red "B" cannot be used out of battle.

THE COST OF MAGIC AND TECHNIQUES

Each time you use magic or techniques, TP will be consumed. The cost of each magic or technique is displayed at the bottom of the screen when selecting the appropriate magic or technique.

SETTING MAGIC AND TECHNIQUES

To set magic and techniques, set the Battle Control Type to Manual or Semi-auto, select the Control Stick input method, and press the A Button to confirm the selection. Next, select the magic or technique that you wish to set, and press the A Button to confirm the selection.

MAGIC AND TECHNIQUE SHORTCUTS

When set to Manual or Semi-auto mode, you can set magic and technique shortcuts to C Stick ⬆ or C Stick ⬇. This will allow you to use magic or techniques for any character.

LEARNING MAGIC AND TECHNIQUES

You will learn basic magic and techniques just by leveling up. However, there are also some magic and techniques that you will not be able to learn until you have used specific magic and techniques a certain number of times. The Usage number shown at the bottom right of the screen displays how many times a magic or technique has been used.

Using The Main Menu

Technique Type T Vs S

Each character will be of type T (Technical) or S (Strike), which will determine what magic and techniques a character can learn. You can check a character's type by looking at the Type Gauge – if the gauge is pointing in the T direction then the character is a T type, and if it is pointing in the S direction then the character is an S type. Only one T type or S type higher level magic or technique can be learned from a single magic spell or technique. Magic or techniques of one type can be forgotten in order to learn magic or techniques of a different type (see page 23 for more information).

Forgetting Magic and Techniques

First, select the magic or technique you wish to forget, and press the X Button. A confirmation window asking if you really want to forget the selected magic or technique will be displayed. Select Yes to forget the selected magic or technique.

Unison Attack

A Unison Attack is a special attack that allows you to execute magic or techniques with all party members consecutively. Combining specific magic or techniques will activate a special extension of the Unison Attack. Mix and match different combinations to find the best ones.

Note: Unison Attacks will not be available until after you've gone through the tutorial on the Ossa Trail.

Using The Main Menu

SETTING UNISON ATTACKS

In the Unison Attack Menu, you can set magic or techniques used by each character to different combinations of the Control Stick and the A Button, B Button, X Button, or Y Button. By combining each button with the Control Stick, you can set up to four different magic or techniques. Please note that characters set to Semi-auto or Manual control will have the same settings both in the Unison Attack Menu and in the Tech Menu.

EXECUTING A UNISON ATTACK

To execute a Unison Attack, the Unison Attack Gauge must be full, and your character must be within normal attack range. First, approach the enemy and press the Z Button. If the initial attack with the Z Button does not hit the enemy, then the Unison Attack will not initiate. Next, input the commands for the desired magic or techniques; time is limited so input the commands quickly. For a more detailed explanation on how to execute a Unison Attack, see page 33.

Strat

There are three types of strategies: Action, Skill/Magic, and Position. These strategies are used to decide how characters with Battle Control Type set to Auto will behave during battle.

Using The Main Menu

SETTING STRATEGIES

First, choose the character you wish to set strategies for, and press the A Button to confirm your selection. Next, select a strategy type, and press the A Button to confirm your selection. Finally, select a strategy and press the A Button to apply the selected strategy to the character.

ORDERS

Orders allow you to set strategies for each character and save them to one of three Order Types: Reserve, Guard, and All Out. You can access the Orders Menu by pressing the X Button while viewing the Strategy Menu. Setting strategies for Orders is the same as setting normal strategies. Pressing the +Control Pad ⬆, ⬇, ⬅, ➡, during battle will cause the characters with Battle Control Types set to Auto to behave according to the settings applied to each Order Type.

Status

The Status screen allows you to check the status of each character. This menu also allows you to change character titles.

Moving the C Stick ⬆ or ⬇ allows you to switch between the Status 1 and Status 2 screens. You can change the character shown by pressing the Control Stick or the +Control Pad ➡ or ⬅, or by pressing the L Button or R Button.

Using The Main Menu

STATUS PARAMETERS

The following is a list of parameters displayed on the Status 1 screen: character name, character title, type gauge, character attributes, the currently equipped weapon, armor, and accessories. Elemental attributes (see page 23), and accessory effects are displayed on the Status 2 screen.

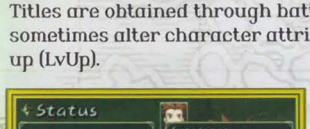
CHARACTER ATTRIBUTES

Lv	The character's current level.
HP	The number of hit points the character has. The current number of hit points is shown to the left, and the maximum number of hit points is shown to the right. The character is KO'd if his or her remaining hit points reach 0.
TP	Technical points: technical points are required to use magic and techniques. To the left is the current number of TP, and to the right is the maximum number of TP.
EXP	Experience points: when the amount of EXP reaches a specific number, the character will advance a level. This will cause all of the character's attributes to go up.
Next	The number of EXP required to reach the next level.
Str	This number is the base for determining attack strength.
Sla	The attack strength for slashing attacks (Lloyd only).
Thr	The attack strength for thrust attacks (Lloyd only).
Atk	Attack power: This number is a combination of Str and the current weapon's Atk.
Int	The character's intelligence reflects magic attack and defense power.
Def	The character's defensive strength. This number is affected by the capabilities of your armor.
Acc	Accuracy reflects the character's ability to land a hit in battle.
Eva	This reflects the character's ability to evade enemy attacks.
Lck	Luck: this number changes each time you stay at an inn and affects many game features, including battle.

Using The Main Menu

TITLES

Titles are obtained through battle and other events. They will sometimes alter character attributes when a character levels up (LvUp).



To change a character's title, move the cursor to the title and press the A Button to display the Title List. Select the desired title and press the A Button to confirm the selection. While viewing the Title List, title information such as the title description and level up bonus are displayed at the bottom of the screen. Level up bonuses in red decrease, bonuses in gray do not change, and bonuses in green increase when a character's level increases.

Synopsis

The Synopsis Menu allows you to review the story and the progress you've made in the game. It will also help you confirm what you should do next.

EVENT LIST

This is a list of event titles. Titles displayed in white are events that have already been completed and titles displayed in yellow are events that have not yet been completed.

LOCATION/LEVEL/DATE

This is a display of locations and levels associated with an event, along with the date that the event occurred.

WORLD MAP

This shows the location associated with the event on the World Map.

READING EVENTS

To read an event, select the event you want to read and press the A Button to confirm the selection.

Using The Main Menu

Items

The Items Menu allows you to use, equip, and discard items.

USING ITEMS (TOOLS)

Select the item you wish to use and press the A Button to confirm the selection. Next, choose the character you wish to use the item on and press the A Button to confirm the selection.

DISCARDING ITEMS

To discard items, select the item you want to discard and press the X Button to discard it. You cannot discard important items.

BOOKS AND MAPS

As the game progresses, you will obtain a Collector's Book, Monster List, Figurine Book, Training Manual, and various maps. The Collector's Book lists items that you have found, the Monster List is a collection of information on the monsters you have encountered, the Figurine Book lists people you have met, the Training Manual has useful information on various aspects of the game, and maps tell you about places you have been and where you currently are. These items will be placed in the Key Items Menu when you obtain them.

Using The Main Menu

ITEM TYPES

Items fall into the following categories. The type of weapons and armor that a character can equip changes from character to character.

Newly obtained items.

Recovery items, customization items, battle items, etc.

Swords, axes, etc.

Armor equipped on the body.

Armor equipped on the head.

Armor equipped on the arm.

Items with special attributes, other than weapons and armor, that can be equipped.

Ingredients required for cooking (see page 24).

Items required for your adventure.

Using The Main Menu

EX Skill

EX Skills are skills that are obtained when an EX Gem is set to a character. EX Skills can have different effects, including: increased max. HP, increased max. TP, new abilities during battle, increased Def, increased Atk, etc.

EX Skill Menu

EX Gems

There are four different EX Gem levels, 1 through 4. When an EX Gem is set to a character, four EX Skills become available but only one EX Skill for every EX Gem can be set. Up to four EX Gems can be set for each character in your party.

EX Skills

EX Skills are of either T (Technical) or S (Strike) types and have a number of different effects, such as changing character attributes or increasing the number of attacks a character can do during battle. Combinations of different EX Skills will unlock more advanced Compound EX Skills. Be sure to set different combinations of EX Skills in order to find the most effective Compound EX Skills.

Setting EX Gems and EX Skills

First, select a slot to set an EX Gem in, and press the A Button to confirm the selection. Next, choose the appropriate level of EX Gem and press the A Button to confirm the selection. EX Skills are equipped in a similar manner. Once EX Gems have been set they cannot be removed, but they may be exchanged with other EX Gems. However, when an EX Gem is exchanged for another the EX Gem that was removed will be destroyed and is discarded.

Using The Main Menu

Technique Types and EX Skills

EX Skills can be either technique type T or S. When battles are fought, the character's type gauge will move in the direction of the set EX Skill type. You can take advantage of this by setting skills of the type you want the character to become. If multiple skills of different types are set, then the majority type will determine the technique type that the character will become. For example, a character has three skills set: two of them are T type and one is S type. One S type skill will neutralize one T type skill, leaving one T type skill making the character's type gauge move toward the T type.

Equip

This section explains equipping items such as weapons, armor, and accessories. Equipment attributes are also explained here.

Equipping Weapons and Armor

In the Equip Menu, select the location of the equipment you wish to change, and press the A Button to confirm the selection. Next, choose the item you wish to equip and press the A Button to equip that item. Moving the cursor to the character's name and pressing the Y Button will equip the character for optimal performance.

Elemental Attributes

You can use a Magic Lens to determine the elemental attributes of an enemy. Attacking an enemy with magic or weapons having an elemental attribute that an enemy is weak against will allow you to inflict more damage than usual. You can check a character's current attribute in the Status Menu.

Elemental Attribute Icons

Water

Earth

Light

Wind

Lightning

Darkness

Fire

Ice

Using The Main Menu

Cooking

The Cooking Menu allows you to cook any of the recipes that you have learned. Cooking different recipes will restore HP and TP, cause a variety of effects, and cure a variety of ailments. Note that you can cook only once after a battle. To cook again, you will need to battle again.

Cooking Skill Level

Each character has a cooking skill level for each recipe, indicating how well the character can prepare the recipe. As the character repeatedly prepares a recipe, the skill level will increase and the list of additional ingredients that may be included will expand. Also, as the skill level increases the use of additional ingredients may result in higher level effects.

Learning New Recipes

Hiding in many areas of the game is the mysterious Wonder Chef. Each time you find him he will teach you a wondrous new recipe. Some recipes can be acquired through events.

Cooking a Dish

Select a character and the dish you want that character to cook, and press the X Button to start cooking. If the dish was cooked successfully, a variety of effects may occur. If the dish was not cooked successfully, the effects will be weaker.

Using The Main Menu

System

The System Menu allows you to save game data or load previously saved game data. It also allows you to change and customize various settings used in the game.

Save

You can save game data while on the Field Map or while standing on a Memory Circle (see page 8 for more information on saving).

Load

This allows you to load previously saved game data (see page 8 for more information on loading in the Continue section).

Customize

This allows you to change the various settings used by the game. Choosing Cancel will remove all current changes and recover the previous settings. Choosing Default will return all options to their default settings.

Customizable Options

Message Speed	Allows you to change the speed at which messages are displayed.
Battle Rank	Allows you to set the difficulty of battles to Normal or Hard.
Window	Allows you to choose among three types of windows.
Window Background	Allows you to choose among six types of window patterns.
Window Color	Allows you to change the color of windows.

Using The Main Menu

Volume Settings	Allows you to change various volume settings and sound output.
Battle Controls	Allows you to change button configurations for use in battle.
Battle Voiceover	Allows you to turn voiceover during battle ON or OFF.
Event Voiceover	Allows you to turn voiceover during events ON or OFF.
Skit Title Display	Allows you to turn the skit title display ON or OFF.
Movie Subtitles	Allows you to turn subtitle display ON or OFF.
Battle Auto-Zoom	Allows you to turn auto-zoom of the camera during battles ON or OFF.
Rumble Feature	Allows you to turn the Rumble Feature ON or OFF.
Adjust Screen	Allows you to adjust the positioning of the screen.

Battle

When you come into contact with enemies in dungeons and the Field Map, the battle screen will appear. This section explains the parts and rules of battle.

Battle Screen

The following shows the parts of the Battle Screen. The screen below shows the Battle Menu display after pressing the Y Button.

Orders

Orders can be changed in the Strat Menu by pressing the Y Button to open the Battle Menu.

Battle Menu

This menu includes: Tech, U. Attack, Strat, Equip, Item, and Escape.

Combo Counter

The number of consecutive hits landed by your party.

Party Member Status

HP is displayed above and TP is displayed below.

Unison Attack Gauge

Unison Attacks can be performed when this gauge is full (see page 33).

Battle

Battle Menu

During battle press the Y Button to open the Battle Menu.

Tech	Change magic and technique settings here (see page 13).
U. Attack	Change Unison Attack settings here (see page 15).
Strat	Change strategy settings here (see page 16).
Item	Allows use of items (see page 20).
Escape	Allows you to run from the battle (see page 29).

Battle Rules

A battle is decided when all enemies are defeated, or when all party members taking part in the battle have KO status (HP reaches 0).

VICTORY

Victory is attained by defeating all of your enemies. When you are victorious in battle, you will be rewarded with experience points and money (Gald), and you will recover some TP. Sometimes you will also find items. For more information on Battle Results, see page 31.

DEFEATED

The game is over if all the party members in battle are KO'd. Choosing "Load data" will take you to the Load Menu, and choosing "Quit game" will take you to the Title Screen.

TECHNICAL SMASH

A Technical Smash occurs when certain requirements are met when defeating an enemy. These are some of the different types of technical smashes: skill, counter, no damage, 5 hits, 10 hits, etc.

Battle

ESCAPING

If you want to escape a battle, press the Y Button to open the Battle Menu and select Escape. An Escape Gauge will be displayed and you will be able to escape when this gauge is full. Selecting Cancel Escape (found in the same location as Escape) while the Escape Gauge is displayed will cancel the escape. There are some battles that you cannot escape from.

STUN

You will sometimes get stunned during a battle. While you are stunned, you cannot perform any actions. Move the Control Stick rapidly to shorten the time that you remain stunned.

OVER LIMITS

When enemies and party members take a certain amount of damage, they will go into Over Limits. The Over Limits status will only last a short period of time, during which a variety of effects will occur, such as: all damage received is reduced by a certain amount, the character cannot be staggered or knocked down, etc.

PHYSICAL AILMENTS

Physical ailments may occur during battle. Some ailments will remain even after the battle is over.

Poison: HP decreases with time.

Deadly Poison: HP decreases at a faster rate than with Poison.

Paralysis: Many abilities become limited.

Petrify: No abilities may be performed; if all characters have Petrify status then the game is over.

Battle

Curse: Magic and techniques cannot be used.

KO: If a character's HP reaches 0, that character is knocked out and can perform no actions unless that character is revived.

MAGICAL AILMENTS

↑/↓ Attack: Attack power is increased or reduced.

↑/↓ Defense: Defense power is increased or reduced.

↑/↓ Accuracy: Hit accuracy is increased or reduced.

↑/↓ Magic Attack: Magic attack power is increased or reduced.

Holy Song Effect: Attack power and defense strength are increased.

Physical Ailment Immunity: Prevents physical ailments.

Magical Ailment Immunity: Prevents magical ailments.

Weak: Maximum HP is reduced by half.

Battle

Battle Results Screen

When you are victorious in battle, the battle results screen is displayed. This screen will inform you of items and titles received, and notify you of level ups.

EXP	Experience points earned.
BONUS	This bonus is awarded based on the number of combo hits and increases the experience points received.
MAX	The maximum number of combo hits obtained during the battle.
GALD	The amount of Gald received.
TIME	Total time taken to defeat all enemies.
GRADE	Grade points are awarded based on performance during the battle.

Cook After Battle

If you have enough ingredients to cook a dish, you can cook it after a battle on the battle results screen. Press the X Button on the battle results screen to cook the assigned dish.

Other Battle Controls

This section will explain other battle controls that will help you adapt to any situation during battle. For more information on basic battle controls, see page 6.

Orders

Pressing the +Control Pad ↑, →, or ← will perform the Orders that were set in the Strategy Menu (see page 16). You can cancel the Orders by pressing the +Control Pad ↓.

Battle

CHANGE TARGET

Pressing the R Button will change the player character's target between the two closest enemies. Holding the R Button will pause the battle and enter a targeting mode where the Control Stick can be used to target any enemy.

CHANGE CONTROLLED CHARACTER

To change the player-controlled character, press the Y Button to open the Battle Menu and press the Z Button to change the player-controlled character. You cannot change the player-controlled character to a character that isn't taking part in the battle.

CHANGE FORMATION

To change battle formation between default and reverse, press the Y Button to open the Battle Menu and press the L Button or R Button.

MAGIC AND TECHNIQUES

To use the magic and techniques set in the Tech Menu (see page 13), hold the Control Stick in the appropriate direction and press the B Button. Magic and techniques are performed at the cost of TP.

DELAY MAGIC

To delay magic for the player-controlled character, input the commands for the appropriate magic spell and hold down the B Button. The magic will be cast when the B Button is released. Pressing the X Button while a magic spell is being cast will cancel the magic. Spells assigned to shortcuts can be delayed by holding down the L Button, and the magic spell will be cast when the button is released.

CHANGING BATTLE CONTROL TYPES DURING BATTLE

You can change the player-controlled character's Battle Control Type during battle. First, press the Y Button to open the Battle Menu and press START/PAUSE to change the Battle Control Type for the player-controlled character.

Battle

Unison Attack

The Unison Attack Gauge increases as you inflict damage on enemies. You can unleash a Unison Attack when the gauge is full. If a Unison Attack is successful, the magic and techniques that follow will always hit the enemy and will not consume any TP.

HOW TO EXECUTE A UNISON ATTACK

Step 1:
The Initial Attack
Press the Z Button when the Unison Attack Gauge is full to unleash the initial attack. If this attack hits the enemy, the Unison Attack will initiate. If this attack misses the enemy, the Unison Attack will fail.

Step 2:
Magic and Technique Input
When a Unison Attack is initiated, all enemy movement will cease, and the magic and technique input screen will be displayed. Here you must input the magic and technique commands set for each character. The Unison Attack will not succeed if you do not input the commands within the time limit.

Step 3:
Complete the Unison Attack
When the magic and technique input is finished, the Unison Attack is complete. Note that certain combinations of magic and techniques will result in a special Unison Attack.

Battle

SPECIAL UNISON ATTACKS

Here we will describe two of the special Unison Attacks. There are many other different combinations. Try to find them all!

Compound Special Attack: Pow Blade

This is a combination of Lloyd's Tiger Blade technique and Colette's Pow Hammer technique. Lloyd will execute the Pow Blade technique with toy hammers.

Compound Special Attack: Cross Thrust

This is a powerful stabbing attack where Lloyd and Kratos both use their Sonic Thrust techniques. Both of them perform a simultaneous Cross Thrust, causing massive damage to the enemy.

Credits

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Nao Higo

Localization Engineer
Mayumi Matsumoto

Localization Associate Producer
Ryota Toyama

Localization VO Producer
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Emi Takeuchi
Jeremy Clark
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